

UNDERDARK ENCOUNTERS - TABLES (2024)

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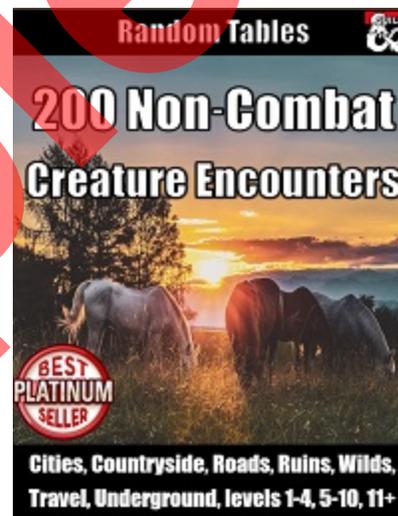
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USING UNDERDARK ENCOUNTERS

The Underdark is a world unto itself, of winding caverns, fungal gardens and magical cities. I've tried to support themes of fungi, shadow, stone and otherness.

Find a Underdark Encounters Generator at [ChaosGen](#)

DICE TO USE

The default dice for the tables are **1d8+1d12**. With two dice some results have a higher chance to occur. The most common results at 9-13, with values below and above this occurring less often. The least likely to occur are 2 and 20.

Or using **1d20** gives more chance of dangerous and unusual encounters. Options for rolling a 1 include re-rolling, treat as n 11, combine two more rolls or simply choose a result.

2d10 (2-20) has the same range as d8+d12. It only uses a single die type and changes the most common result to an 11.

Using **3d6** (3-18) or **2d6+4** (6-16) reduces the more dangerous and unusual encounters and results.

SMALLER (D4+D6) TABLES

The smaller tables use **1d4+1d6** with a range of 2-10. The most common results are 5-7. Alternate dice include **1d10** (with option of treating a 1 as a 6) or **2d4+1** (2-9)

ABOUT ENCOUNTER TABLES

There are a few options beyond just rolling up an encounter.

- Pick the result that is most interesting or makes sense.
- Plan for adventures by looking at monster groupings.
- Combine the results of two tables.
- Roll several encounters in advance and use as needed.
- Use them as a base to make your own encounter tables.

TYPES OF ENCOUNTER

Encounters can go beyond combat. Use them to introduce...

- local creatures, NPCs or factions
- a source of information or someone to call on for help
- an encounter tied to a character, villain or subquest
- news about world events or local politics
- foreshadowing of future story or major events.

ENCOUNTER FREQUENCY

Some groups use encounters simply when traveling. Others use a system varying on terrain, danger level and time of day.

A quick method is 1d20 with an encounter on 16+. Roll once a day, when terrain changes or more often in areas of danger.

SIMPLE TRAVEL ENCOUNTERS TABLE

A simple option for travel is roll 1d20, +1 per day of travel. If the d20 shows an 11, there is an ambush or night encounter.

1d20 + days of travel	Encounters
1-10	No encounters
11-20	1 encounter
21-30	2 encounters
31+	3 encounters

WAYS TO USE RANDOM ENCOUNTERS

Random encounters are a versatile tool that can surprise a group with the direction it takes the game. Use them for...

CHANGING THE PACE

Encounters can be used when things need to slow down or speed up. A stranger approaches a distracted party (or players). An ambush when they are spoiling for a fight, a friendly encounter if they are in safer lands.

SOMETHING UNEXPECTED

Your players have done the unexpected, you need time to recover and process what's happened. Call a 5-minute break and roll (or choose) from the tables. Use what you like to provide enough for an encounter or get you to session's end.

A TASTE OF THE SURROUNDINGS

In new terrain or an unusual area showcase things specific to the area. Hydras in swamps, crabs on the coast, avalanches in mountains. Hostile encounters where foes are expected, non-combat encounters where they are not.

NOTHING PREPARED

You need something to fill a game session or. For some groups a simple combat (or non-combat) encounter can keep a group occupied if you have nothing else to go on.

MODIFYING ENCOUNTERS:

The extra tables can be used to customize encounters.

- Use Location tables to add variety. Details supplement your own descriptions. Use Combat Terrain for aggressive foes and to give bold PCs something to work with.
- The Complications table suggests ways of tying an encounter to the terrain and integrating other tables.
- NPCs can be prisoners, allies, guides, or simply nearby.
- An Enc. Activity gives purpose to a creature encounter
- Items can be littered around the battlefield, given to intelligent foes or used as treasure.
- Use humanoids as mercenaries, guards or travelers

HIGHER AND LOWER LEVEL PARTIES.

The tables are created for a range of levels, but some results are very deadly for lower level parties. Or not a challenge for some higher level parties, which isn't always a problem.

For parties low in a tier (such as levels 4-6 of tier 2, which is levels 5-10) try the minimum number of creatures. Or the maximum for parties on the higher end of a tier.

Similar advice applies for parties with more or less characters that the average, or who are more powerful due to magical items or character optimization.

Make encounters easier by adding allies or using advantageous terrain. Monsters could be hindered with lower morale, injuries or distractions.

UNDERDARK ENCOUNTER TABLES (2024)

MotM = Monsters of the Multiverse

UNDERDARK ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 intellect devourer as host in a drow spy or 1d2 nothics
3	2d4 grimlocks or roll on Humanoids
4	1d3 gargoyles or roll Planar Creatures lvl 1-4
5	1d2 grells or roll on Monsters lvl 1-4
6	1d4 drow scouts and 1d4 goblin warriors or 2d4 deep gnome scouts
7	1d3 carrion crawlers or roll on Monsters lvl 1-4
8	2d6 kuo-toa led by a kuo-toa whip or roll on Humanoids
9	1d6+1 darkmantles or roll on Monsters lvl 1-4
10	2d6 troglodytes or roll on Humanoids
11	1d4 giant bats and 1 swarm of bats or roll on Beasts
12	1d6 gas spore fungi or roll on Fungi & Oozes
13	2d6 giant fire beetles or roll on Beasts
14	1d3 quaggoths or 2d6 flumphs
15	2d4+2 giant centipedes or roll on Beasts
16	1d3 minotaur skeletons or roll on Undead lvl 1-4
17	1d4 giant spiders or roll on Beasts
18	1d3 duergar spies and 1d3 tough servants or roll on Duergar & Deep Gnomes
19	2d4 myconid sprouts & 1d4 myconid adults or roll on Fungi / Oozes
20	1 beholder zombie or 1 roper

UNDERDARK ENCOUNTERS (LEVELS 5-10)

d8+d12

2	1 spirit naga or roll on Monsters lvl 5-10
3	1d2 yuan-ti abominations or roll on Yuan-ti lvl 5-10
4	2d4 hook horrors or roll on Monsters lvl 5-10
5	1d4 salamanders or roll Planar Creatures lvl 5-10
6	1d4+1 chuuls or roll on Monsters lvl 5-10
7	1d3 driders and 2d6 giant spiders or 2d4 duergar kavalrachni (MotM) or steeders (MotM)
8	1d4 umber hulks or roll on Monsters lvl 5-10
9	1d4+2 quaggoths led by a quaggoth thonot or 1 elder oblex (MotM)
10	1d2 ropers with 2d4 piercers or roll on Monsters lvl 5-10
11	Roll on Underdark Levels 1-4 or 1 deathkiss (MotM)
12	1 fomorian or roll on Giants lvl 5-10
13	1 drow mage with 2d4 drow scouts or roll on Drow lvl 5-10
14	1d2 mind flayers and 2d6 quaggoths or roll on Mind Flayers lvl 5-10
15	1 aboleth and 2d4 kuo-toa or 2d6 chitines (MotM) led by 1 choldrith (MotM)
16	1d2 purple fungus necrohulks or 1d2 gauths (MotM)
17	1 beholder zombie and 2d4 ogre zombies or roll on Undead lvl 5-10
18	1d3 stone giants or roll on Giants lvl 5-10
19	3d6 orc toughs led by 1d2 minotaurs or roll on Orcs lvl 5-10
20	3d6 kuo-toa and 1d4 kuo-toa whips led by 1 kuo-toa archpriest or 2d6 duergar toughs led by a duergar warlord (MotM)

UNDERDARK ENCOUNTERS (LEVELS 11+)

d8+d12

2	1 death tyrant or 1 mind flayer lich (MotM)
3	1d4+1 cloaklers or 1 vampire umbral lord
4	2d4 umber hulks or 1 fire giant dreadnought with 1d2 fire giants
5	1 beholder and 2d4 duergar scouts or 1 dire troll (MotM)
6	1 salamander inferno master & 1d4 salamanders or 1 sibriex (MotM)
7	1d3 aboleth with 1d4 chuul or 1 fire giant dreadnought (MotM)
8	1 beholder or 1 soul monger (MotM)
9	1d3+1 fomorians or 1d6 howlers (MotM)
10	1 drow fiend cultist with 1d2 yochlols or roll on Drow lvl 11+
11	Roll on Underdark Levels 5-10 or 1 neothelid (MotM)
12	1 purple worm or 1 spirit troll (MotM)
13	2d4 stone giants or 1 blackguard (MotM) with 1d3 driders
14	1d3 mind flayers and 1 mind flayer arcanist or 1 duergar despot (MotM) with 2d6 duergar stone guards (MotM)
15	1 dao with 1d3 earth elementals or 1 yuan-ti anathema (MotM)
16	1 behir or 1 gloom weaver (MotM) and 1d2 shadow dancers (MotM)
17	2d4 xorns or 1d4 hungry sorrowsworn (MotM)
18	1 shadow dragon or 1 skull lord (MotM)
19	1 vampire with 1d4 vampire spawn or 1 devourer (MotM)
20	1d4+1 fire giants or 1 nightwalker (MotM)



LOCATION TABLES

Use Wilderness, Semi-Civilized or Unusual table for an encounter location.

The Underdark Location Detail and Underdark Combat Terrain can be used to customize the location.

UNDERDARK WILDERNESS LOCATIONS

In italics are optional extra details.

d8+d12

- 2 A pool with a garden of glowing mushrooms with stone-like caps (*the area is blessed by a power of good fortune*)
- 3 A wide gorge. There is a noisy waterfall (*by a large statue*)
- 4 A carved stairway leading to a tomb. (*nearby is a sparkling stream*)
- 5 A pool with a patch of decaying mold and a garden of moldy gourd-like fungal fruit. (*someone has left an interesting rock*)
- 6 A cave covered with inscriptions (*close to an area of bioluminescent green moss*)
- 7 A pale red-fruited "tree" (*nearby is the fresh corpse of a giant bat*)
- 8 A crystal walkway leading up a cliff and a wide hole (*there is a cloud of blueish spores*)
- 9 A clear pond and a patch of pulsating moss. (*close by is a large fish-filled pool fed by a spring*)
- 10 A tunnel-ridden cave with large stalagmite (*close by is a bulky slab of obsidian*)
- 11 A vertical shaft surrounded by moss (*there are dark elf tracks less than a day old*)
- 12 An area of fungal flowers. (*there is a sweet odour in the air*)
- 13 A set of stone steps leading up a cliff. There is a patch of spiky mushrooms covered in a tar-like substance (*glowing beetles cover the area*)
- 14 A deep ravine (*there is an inscription here in Dwarven*)
- 15 A pile of rocks by a patch of fiery-looking moss (*near a stream flowing into a river*)
- 16 A field of stones of varying sizes (*there are several purple-cap mushrooms studded with large holes*)
- 17 A shale walkway leading up a steep slope with a muddy stream fed by a spring (*a partial collapse could easily happen*)
- 18 A spring by a pool with a few twisted magic-feeding trees (*it is touched by dark elf magic*)
- 19 A glowing waterfall with a forest of purple edible mushrooms (*there is a strong air current here*)
- 20 A wide chasm. There is a glowing crystal structure (*which is associated with necromantic magic*)

UNDERDARK SEMI-CIVILIZED LOCATIONS

In italics are optional extra details.

d8+d12

- 2 A crystal walkway to an inscribed stalactite. There is a garden of pink edible fungal (*nearby is the fresh corpse of a giant*)
- 3 A vaulted temple to a power of earth surrounded by quartz (*there are troll tracks less than an hour old*)
- 4 A stone bridge covered in phosphorescent edible mushrooms (*colourful lights appear at random*)
- 5 A portal by a deep hole. It is linked to the lower planes. (*nearby is a recent collapse*)
- 6 A flint quarry in a cave with large stalactites (*close by is a ferry over a fish-filled river*)
- 7 A mine shaft and a recently disturbed cairn. (*there is a strong odour covering the area*)
- 8 A set of ornate steps cut into a cliff-face carved with grotesque faces. (*there is the corpse of a cloaker*)
- 9 An area of rock-strewn ground with a small beast pen (*a collapse could easily happen*)
- 10 A strange carved hall with a garden of red edible fungal stalks (*nearby is a patch of black edible puffball mushrooms*)
- 11 A marble well in a patch of massive mushrooms with grain-like spores (*fireflies are in the area, glowing yellowish-green*)
- 12 A sheltered stalagmite house with a covered hole (*there are bones of a goblin*)
- 13 A shrine to a power of loss. (*lying here is a backpack*)
- 14 A burial chamber and three tall mushrooms (*nearby is a strange portal*)
- 15 An inscribed stone slab and an insect-covered shrine to a forgotten power (*there is writing here in Terran*)
- 16 An area of green stones. There is a pillar covered in runes. (*there is a programmed illusion here*)
- 17 A cursed area of creepy catacombs (*there is a body on a spear marking a boundary*)
- 18 A farm of dark edible puffball mushrooms (*there is a cloud of greenish dust*)
- 19 A strange crystal lattice and a newly-built shrine to a power of madness (*the area is touched by the feywild*)
- 20 A floating marble slab and a decorated tomb (*close by are several sandstone columns*)



UNDERDARK UNUSUAL LOCATIONS

d8+d12

- 2 A maze through a thick forest of fungi, mushrooms, oozes and insects. It is tended by an immortal minotaur who avoids fights.
- 3 Stalagmites and stalactites dominate a cave of many exits. Several are hollow and many bear carvings. Flumphs are attracted here.
- The Mirror Above.** An obsidian slab hangs from chains in an ancient carved hall. Periodically the slab shows images from the surface. Broken weapons and pieces of armor mark recent battles.
- 4 A noisy waterfall descends into a lake of clear water. On an island covered in glowing green mushrooms is a portal to the surface.
- 5 An air current flows into this high cave. Strands and ribbons of a white lichen float about. There is a shrine of travel hidden high up.
- 6 A canyon with walls glowing in patterns of green, blue and red. Light is from fungi, fireflies and decorations placed by a dark elf artisan.
- The Forbidden Stairs.** A long crystal stairway marked with statues of different underdark races. It is in the area of a *forbiddance* spell.
- 7 Bats infest this cave, their droppings covering an ancient obsidian arch. Water runs down it from an overflowing pool on a ledge above.
- 8 Several fetid pools contain various slimes and bubbling liquids. A highly intelligent roper hides among several large stalagmites.
- 9 The numerous beetles here live in symbiosis with several tall purple mushrooms. They are unaffected by the drifting poisonous spores.
- Market Canyon.** Staircases and many chambers are cut into this wide canyon. Merchants often trade here the protection of a beholder.
- 10 A fungal bridge crosses a trench of acidic sludge. Other bright fungi grow rampantly through connected caves, lit by a strange aura.
- 11 At the bottom of a wide pit rocks creak and shift. Occasionally geysers scatter stones and metal chunks through the area.
- 12 Rows of tended fungi grow in circles around a tentacled statue. It glimmers from magic it drains from the surrounding area.
- Dread Falls.** A waterfall plunges into treacherous rapids. Several altars of metal and crystal float in the waters. *Fiends* watch this place.
- 13 Magic courses through these crystal caves. Spells cast resonate loudly and attract psionic entities. The Astral plane overlaps here.
- 14 Wiry metallic vines span a dry gorge. Spider-like creatures spin them into mesmerizing patterns. Demonic symbols are marked in blood.
- 15 A bronze chain marks a ford through a sparkling river. Anything entering the river sparkles with dim light for 1d4 hours afterwards.
- Outcast Citadel.** A fort is built into several towering stalagmites. A crystal walkway runs around the edge of the surrounding cavern.



UNDERDARK LOCATION DETAIL

Minor details to add to other locations

d8+d12

- 2 Bone shrine to deity of darkness
- 3 Several large toppled mushrooms
- 4 A carved map
- 5 A tentacled statue
- 6 A red and green mosaic of a battle
- 7 Plentiful ear-like edible fungi *or there is an air current flowing through the area*
- 8 Angry graffiti in Undercommon
- 9 A pit of sand *or there is a foul stench covering the area*
- 10 A set of stone shelves
- 11 A metal lever
- 12 Bones and carapace of an umber hulk
- 13 A stone seat *or ash covers the area*
- 14 Numerous fireflies
- 15 Pile of colored stones
- 16 Bloated lizard corpse covered in fungi
- 17 A small tended mushroom garden
- 18 Pictures depicting a saga
- 19 Stalactites carved with faces
- 20 A permanent *teleportation circle*

UNDERDARK COMBAT TERRAIN

This terrain provides obstacles and things to use in combat.

d8+d12

- 2 A set of levers connected to six stone doors
- 3 A beast pen holding **giant lizards** (*or deep rothe - MotM*)
- 4 A partial collapse waiting to happen
- 5 A water geyser repeating frequently
- 6 Minecart tracks and a minecart
- 7 Covered **simple pit** (DMG) *or roll on Hazards & Obstacles*
- 8 A platform moved by levers
- 9 Large sharp stalagmites
- 10 An uncovered pit of water (*or acid*).
- 11 A wide set of spiral stone steps
- 12 A secret door *or a stalactite ready to fall*
- 13 A cracked crystal structure ready to shatter
- 14 A chute with a flimsy covering *or there is a cloud of reddish spores*
- 15 A rope ladder
- 16 A spiderweb covered hole to a watery cavern
- 17 An electrified metal door
- 18 Tough spiky wiry fungi (treat as *spike stones*)
- 19 A crude raft on a lake shore
- 20 A line of iron bells on chains

BEASTS & HUMANOIDS

These tables can be used as alternative Underdark encounter tables

BEAST ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 mimic
3	1d2+1 giant venomous snakes
4	1 giant constrictor snake or 1 swarm of rot grubs (MotM)
5	3d6 giant rats
6	2d6 stirges or 1 female steeder (MotM) & 1d4 male steeders (MotM)
7	2d4+2 giant centipedes or 1 gazer (MotM)
8	2d4 giant bats
9	1d2 bat swarms
10	2d4 rothe (giant goats) or 1d2 swarms of stirges
11	2d6 giant fire beetles or 1 cave fisher (MotM)
12	2d4 giant lizards or 2d4 deep rothe (MotM)
13	1d4 giant spiders or 1 choker (MotM)
14	1d4+1 darkmantles
15	1d4 giant toads or 1d2 guard drakes (MotM)
16	1d2 insect swarms
17	1d2 carrion crawler or 2d6+6 young kruthiks (MotM)
18	1d3 rust monsters
19	1d2 giant bats and 1d2 bat swarms
20	1d2 cave bears (brown bear) or 1 swarm of cranium rats (MotM)



UNDERDARK MOUNTS

For medium-size npcs & leaders, with options for other sizes.

d4+d6

2	nightmare
3	giant toad or grick
4	carrion crawler or rust monster
5	giant bat or deep rothe (MotM)
6	giant lizard or female steeder (MotM)
7	giant spider
8	cave bear (brown bear) or male steeder (MotM)
9	skeletal warhorse
10	rothe (giant goat stats) or phase spider

HUMANOID ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 intellect devourer in a host... (roll again) or 1d4 ogrillon ogres
3	1d4+1 bugbear warriors or 2d6 goblin warriors and 1 nilbog (MotM)
4	1d2 scouts with... (roll on Beasts) or 1d2+1 duergar spies with 1 duergar stone guard (MotM)
5	1d4+1 orc toughs led by an orc berserker or roll on Orcs lvl 1-4
6	1d3 quaggoths or 2d6 xvarts (MotM) led by a xvart warlock of Raxivort (MotM)
7	1d6 kobold warriors with a carrion crawler or roll on Kobolds lvl 1-4
8	2d6 escaped commoners or roll on Underdark Servants
9	1d6 duergar scouts or roll on Duergar and Deep Gnomes
10	1d4 kuo-toa led by 1 kuo-toa monitor or 2d4 chitines (MotM)
11	1d4 drow scouts with... (roll on Underdark Servants) or 1d3 ogres
12	2d6 grimlocks or 1d4 darklings (MotM) and 1 darkling elder (MotM)
13	2d6 troglodytes or 1d3 firenewts (MotM) on giant striders (MotM)
14	2d4 deep gnome scouts or roll on Duergar and Deep Gnomes
15	2d6 goblin warriors led by a goblin boss or 1d4+1 firenewts (MotM) led by a firenewt warlock of Imix
16	1d2 yuan-ti malisons or roll on Yuan-ti lvl 1-4
17	1d3 hobgoblin warriors and 1 hobgoblin captain or 2d6 derro (MotM)
18	2d4 warrior infantry led by a warrior veteran or 2d4 skulks (MotM)
19	1 druid with 1d2 giant lizards or 1 meazel (MotM)
20	1 doppelganger among... (roll again on table) or 2d4 boggles (MotM)

UNDERDARK CHARACTER RACES

Use this table for warrior infantry, scouts and other NPCs

d4+d6

2	Goliath
3	Tiefling or aasimar
4	Dragonborn (any) or shadar-Kai (MotM)
5	Dwarf or goblin (MotM)
6	Dark elf (drow) or deep gnome (MotM)
7	Orc or minotaur (MotM)
8	Gnome or yuan-ti (MotM)
9	Human or kobold (MotM)
10	Halfling

NON-COMBAT ENCOUNTERS

UNDERDARK NON-COMBAT CREATURES

Most encounters below retreat, hide or surrender in combat.

d8+d12

- 2 A **driider spellcaster** merchant has maps (*or potent fungi*) for sale. Makes good offers for loot of characters and can trade in favors
- 3 An unhappy **wereboar** is lost and wounded from fights with local creatures. Talks about wild parties in the moonlight.
- 4 An eyeless **beholder** is chained to a cliff and used as an oracle by local tribes. Speaks several languages and talks of far off realms.
- 5 A **doppelganger** in goblin form wants to pick delicious mushrooms. They are surrounded by deadly fungi that emit poisonous spores.
- 6 A pair of **otyughs** look for a new home. Dark, toxic and waste-filled.
- 7 A **stone giant** has lost their affinity with stone. Trying to develop a new affinity with objects, experimenting with bones, metal and fur.
- 8 A sentient **ochre jelly** (Int 12, telepathy 60 ft.) communicates mostly in images. It proposes an alliance of mutual protection.
- 9 A few ragged duergar **toughs** are starving. Will work for food.
- 10 An **intellect devourer** is inhabiting the body of a deep gnome **scout** and claims to be the ambassador of a nearby settlement.
- 11 A few **myconid adults** are cut off from their cave of enchanted fungi. Offer great rewards in return for helping them return there.
- 12 A friendly **minotaur of baphomet** has spent years building a puzzle maze and wants someone to try it out and give feedback.
- 13 An awakened **bat** (speaks Undercommon) offers to guide group and scout for them. Wants to be a familiar and hear tales of the surface.
- 14 A distraught **ettin** has had one head drained by intellect devourer (Int 0) and asks for help. Collapses in tears if refused or attacked.
- 15 Several cautious lizardfolk **scouts** escaped captivity from slavers and are trying to make sense of the Underdark. Considering living here.
- 16 A **grick ancient** with an ornate collar is heavily wounded and retreats from any light. Pet of nearby creature, who is grateful for its return.
- 17 Several gnome **scout** miners try to haul an ore cart from a collapse.
- 18 A **fire giant** has a mobile forge and offers to make repairs or items. Will trade for metal and has a friendly sidekick who talks to party
- 19 A docile **purple worm** has a magical carrying box fused with it (space for six Medium sized creatures). It waits expectantly for group.
- 20 A strange **shadow** reforms when destroyed and slowly drains light instead of life. Is very confused and glows like a *driftglobe*.



QUICK UNDERDARK NPCs

d4+d6

- 2 Azaki is an outcast drow **gladiator** who is practicing coin tricks. They are proud of coin collection and will work for new specimens.
- 3 Cressel is an old tiefling **warrior veteran** with a style blending several cultures. They guard surface visitors and recognize a character.
- 4 Sheris is a hermit **mage** (*or diviner - MotM*) with a gemstone circlet. They experiment with fungi in arcane rituals and speak of many lands.
- 5 Duergath is a curious dwarf **scout** with a bat familiar. They make maps to add to their collection or trade away. Dream of owning an island.
- 6 Aym is a gaunt **tribal warrior** with unruly orange hair. They have escaped captivity twice and give advice on surviving the Underdark.
- 7 Riggles is a thickset gnome **tough** miner with a handcart. They have an acute sense of smell and use it to find gems, ore and lost items.
- 8 Xenia is a lucky **ogrillon ogre** (*or bard - MotM*) who speaks Giant, Common, Undercommon and five more languages. They are valued as a translator and have a knack for surviving dangerous situations.
- 9 Oloric is a missionary **priest** of light from the surface. They hope to convert creatures and carry many different sources of light.
- 10 Eri is a loud **ogre** (spellcasting of a **druid**) berating a pet yellow slime. They taste any unknown substances and love to talk about oozes.

UNDERDARK HAZARDS AND OBSTACLES

Encounters to hinder, threaten or inconvenience the characters. Option to combine with a creature encounter.

d8+d12

- 2 An old shrine (*or cairn*) that can cause a *geas* (*or bestow curse*)
- 3 Area of dead magic (as *antimagic field*) caused by weird fungi
- 4 There is smoke from a fire *or a few beasts are infected with disease*
- 5 A hedge (*or maze*) of spiky fungi (treat as razorvine; DMG)
- 6 There is an area of sharp stones (treat as *spike stones*)
- 7 An area of fungal spores that cause scary visions (*or madness*)
- 8 An area of thick webs (DMG) *or there are tremors causing falling rocks or stalactites*
- 9 Poisonous (*or disease-carrying*) spores cover (*or float in*) the area
- 10 There is risk of a rockfall (*or collapsing roof*) (DMG)
- 11 A patch of Brown (*or Yellow*) Mold (DMG) *or there is glowing swarm of harmless insects in the area*
- 12 Covered **simple pit** (DMG) *or locking pit trap* (DMG)
- 13 There are several **shrieker fungi** among similar looking fungi
- 14 There is a strange mist (*or it is very dusty*) in the area. Treat as light or heavy obscurement.
- 15 Tracks lead to an area of quicksand (DMG) *or Swarm of Rot Grubs (MotM) infesting a corpse*
- 16 A disturbance of many bats (*or stampede of rothe*)
- 17 There is a pocket of flammable gas *or there are tar pits (as quicksand but flammable)*
- 18 A **rolling sphere trap** (DMG) *or sphere of annihilation* (DMG)
- 19 An earthquake causing fissures, rockfalls and tunnel collapses.
- 20 There is a flash flood *or a portal to one of the elemental planes*

UNDERDARK OBJECTS AND TREASURES

UNDERDARK MUNDANE ITEMS

Discarded objects, impromptu loot or extra NPC equipment

d8+d12

2	a glowing rock or a coil of silk rope
3	a potted mushroom
4	a pair of manacles or a drum
5	a keg of mushroom ale
6	a quiver of drow bolts or a metal bucket
7	a snapped-off lever
8	a smashed lantern or bundle of rags
9	a sack of edible mushrooms
10	an empty water flask or a piton
11	a rusty pickaxe
12	a half-burnt torch or an oil flask
13	a length of knotted rope
14	a weirdly colored rock or a bone dagger
15	a half-finished map of the area
16	a spade or a lamp
17	a glass vial
18	a grappling hook or a broken mirror
19	a flint axe
20	a climber's kit or roll on <i>Minor Treasures</i>

UNDERDARK MINOR TREASURES

d8+d12

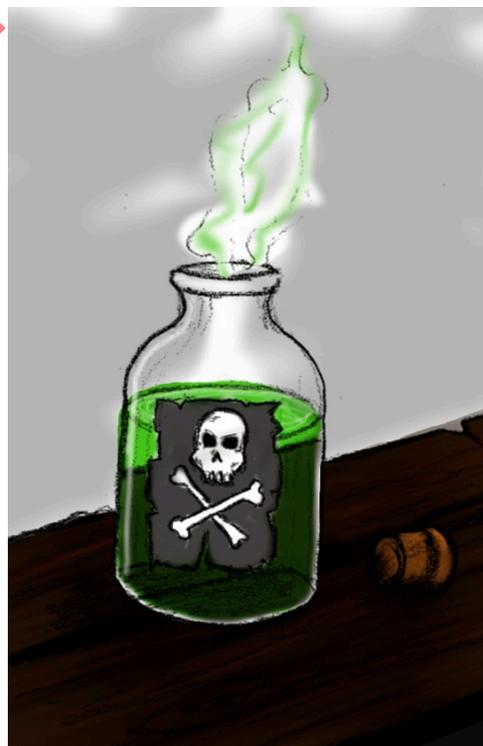
2	1 dose of purple worm poison or 1d3 doses of burnt other fumes
3	Potion of Mind Reading or Oil of Etherealness
4	A pair of silver coated pickaxes with handles covered in cloaker hide. Worth 300 gp each
5	Dust of Disappearance or Pole of Collapsing
6	1d3 doses of drow poison (or carrion crawler mucus)
7	Potion of Water Breathing or Potion of Gaseous Form
8	Poisoner's kit or alchemist's supplies
9	Scroll of Protection - Aberrations or Horn of Silent Alarm
10	1d2 vials of acid or thieves' tools
11	1d4 Potions of Climbing or Potion of Poison
12	Mason's tools or a climber's kit
13	Spell Scroll of meld into stone; or an amulet with a continual flame spell
14	A silver spider and a bronze serpent wrapped around it worth 75 gp
15	Staff of the Python or Orb of Direction
16	1d4 small rubies in a green bottle. Worth 100 gp each.
17	Spell Scroll of passwall (or wall of stone)
18	A map showing a route to the surface or to a planar portal
19	Elemental Gem (earth) or Potion of Clairvoyance
20	An exquisite set of playing cards depicting various Underdark denizens. Worth 1000 gp

UNDERDARK MAGIC ITEMS (d20)

Use 1d8 for Uncommon items, 1d8+8 for Rare, 1d4+16 for Very Rare & Legendary

d20

1	Helm of Telepathy or Immovable Rod
2	Gem of Brightness or Medallion of Thoughts
3	Wand of Web or Ring of Mind Shielding
4	Slippers of Sider Climbing or Goggles of Night
5	Bag of Tricks - Caves (1d8: 1. rat; 2. giant centipede; 3. giant fire beetle; 4. stirge; 5. giant bat; 6. giant lizard; 7. giant spider; 8. brown bear)
6	Lantern of Revealing or Rope of Climbing
7	Wand of Secrets or Necklace of Adaptation
8	Adamantine Armor or Driftglobe
9	Boots of Levitation or Tentacle Rod
10	Stone of Controlling Earth Elementals or Sun Blade
11	Ring of X-Ray Vision or Dagger of Venom
12	Robe of Eyes or Mantle of Spell Resistance
13	Cloak of the Bat or Rope of Entanglement
14	Ring of Feather Falling or Periapt of Proof against Poison
15	Horn of Blasting or Dimensional Shackles
16	Gem of Seeing or Portable Hole
17	Helm of Brilliance or Thunderous Greatclub
18	Sword of Sharpness or Cloak of Arachnida
19	Quarterstaff of the Acrobat or Dwarven Plate
20	Rod of Alertness or Ring of Elemental Command (Earth) - legendary



ACTIVITIES & COMPLICATIONS

UNDERDARK ENCOUNTER ACTIVITY OR STATE

They are... (or one is...)

d8+d12

- 2 close to death *or close to giving birth*
- 3 fleeing a nearby danger (or threat); or waiting for someone
- 4 exploring (or watching) a secret entrance or washing themselves
- 5 investigating a dead body (roll on [Underdark NPCs](#))
- 6 trapped in a rockfall (or hole); or helping trapped companions
- 7 hiding from (or curious about) a nearby light source or telepathic (telepathy 60 ft.)
- 8 cursed (or infected with a disease)
- 9 hiding from (or watching) a nearby threat
- 10 being noisy or larger than normal (extra hit points)
- 11 resting or eating
- 12 exploring the area or they guard the local area
- 13 drinking (or collecting) from a water source or with their young
- 14 searching the area for sustenance or a companion
- 15 stalking (or being stalked by) something or a shapechanger
- 16 investigating (or playing with) an item (roll on [Mundane Items](#) or [Minor Treasures](#))
- 17 injured (not at full hit points or reduced speed)
- 18 mutilated (or mutated) in some way
- 19 investigating (or consuming) an unusual type of fungi
- 20 haunted (or harassed) by another creature

UNDERDARK ENCOUNTER SENTIENT ACTIVITY

Extra options for sentient creatures. They are... (or one is...)

d8+d12

- 2 performing a ritual or telling a story
- 3 studying inscriptions (or pictures) or creating some art
- 4 searching for secret doors (or traps) or studying a portal
- 5 having an argument or intoxicated on a fungal (or mushroom) brew
- 6 creating some art or carving on tunnels
- 7 waiting in ambush for someone or playing with a pet
- 8 following a guide or having a celebration
- 9 foraging for sustenance (or fungi)
- 10 digging (or blocking up) a tunnel or tending fungi
- 11 lost or on patrol
- 12 making (or following) a map
- 13 partway through (or starting) a journey
- 14 preparing or consuming food or playing a game
- 15 building (or rearming) a trap or searching for ore
- 16 mining or hunting a beast
- 17 talking with someone (roll on [Underdark NPCs](#))
- 18 searching for a person or place
- 19 searching for the party or other adventurers
- 20 making a raft (or other watercraft)



ENCOUNTER COMPLICATION OR ENHANCEMENT

One or more of them is mounted on an something with a mount

d8+d12

- 2 There is a second group of creatures nearby (roll again on the appropriate encounter table)
- 3 There is a crossing to the Shadowfell here or there is a planar portal / magic circle here
- 4 There is a hidden item or cache here. Roll on [Minor Treasures](#)
- 5 Something lurks nearby - 1d3 gray oozes (or roll on [Fungi & Oozes](#))
- 6 There is a chute with a flimsy covering or roll on [Combat Terrain](#)
- 7 Nearby is a powerful creature those encountered try not to disturb. Roll or pick a result from [Encounters Level 11+](#)
- 8 There is a cracked crystal structure ready to shatter or roll on [Combat Terrain](#)
- 9 The creatures are carrying a magic item or it is hidden nearby. Roll on [Magic Items](#)
- 10 There are mincart tracks and a mincart or roll on [Combat Terrain](#)
- 11 There is a subterranean river (or lake) here and a raft (or other watercraft)
- 12 There is a secret door (or chute) here. It leads to a place safe to rest with food and water.
- 13 There is an area of Brown Mold or roll on [Hazards & Obstacles](#)
- 14 There are prisoners (or slaves) in the encounter (or hiding nearby). Roll on [Underdark Servants](#)
- 15 There is an area of sharp stones (treat as spike stones) or roll on [Hazards & Obstacles](#)
- 16 There is a hallucinatory terrain (or programmed illusion) spell here
- 17 There is a pocket of flammable gas or roll on [Hazards & Obstacles](#)
- 18 The area is affected by a mirage arcana (or hallow) spell
- 19 There are beasts as pets / guards (or nearby). Roll on [Beasts](#)
- 20 Area is cursed by a deity or spirit. It is Desecrated Ground (DMG). An undead may be lurking (roll on an [Undead](#) table)

OTHER ENCOUNTER TABLES

DROW ENCOUNTERS (LEVELS 5-10)

All humanoids are drow (dark elves)

d4+d6

2	1 bandit deceivers and 1d6 bandit captains
3	1d6 scouts with 1 scout captain and 2d6 giant spiders
4	1 mage with 1d4 scouts and 1 mage apprentice
5	2d4 scout captains or 1 drow house captain (MotM) with 2d4 scouts
6	1d3 driders or 1 mage with 1 guard captain and 2d4 spies
7	1 spy master with 1d4 spies or 1 draegloth (MotM) with 1d4 scouts
8	1 fiend cultist with 1d4 priest acolytes or 1d4 gladiators
9	1d6 thugs and 1d2 tough bosses with... (roll on Underdark Servants)
10	1 death cultist with 1d6 cultist fanatics or 1 drow shadowblade (MotM)

DROW ENCOUNTERS (LEVELS 11+)

All humanoids are drow (dark elves)

d4+d6

2	1 bandit deceiver and 1 aberrant cultist with 1d4 fire giant servants or 1d2 drow shadowblades (MotM) with 1d6 shadow demons
3	1 yochlol with 1d3 gladiators mounted on driders
4	1d2 fiend cultists with 1d6+1 shadow demons or 1 drow house captain (MotM) with 2d6 warrior veterans
5	1d4+2 gladiators on phase spiders or 1d3 drow shadowblades (MotM)
6	1 drow death cultist with 2d6 tough bosses
7	1d3 mages with 1d4 earth elementals or 1 drow inquisitor (MotM) with 2d4 scout captains
8	1d4 gladiators with 1 fomorian servants or 1 drow arachnomancer (MotM) with 2d6 giant spiders
9	1d4+1 driders and 1d2 chasme demons led by 1 drider
10	1 fiend cultist with 1d3 yochlols or 1 drow favored consort (MotM) with 1d6 drow tough bosses

DUERGAR AND DEEP GNOMES (LEVELS 1-4)

d4+d6

2	1 duergar spy with 1 minotaur of baphomet servant or 1 duergar hammerer (MotM) with 1d3 duergar toughs
3	1d3 duergar toughs with 1 ogre carrying empty cages or 1 duergar screamer (MotM)
4	1d3 duergar scouts on giant lizards or 1d2 duergar hammerers (MotM)
5	1d4+1 duergar toughs or 1 duergar xarrom (MotM) with 1d2 duergar spies
6	1d4+1 deep gnome scouts or 1 duergar stone guard (MotM) with 1d3 duergar scouts
7	1d4+1 duergar spies with... (roll on Underdark Servants) or 1d6 duergar toughs led by 1 duergar soulblade (MotM)
8	1d3 deep gnome toughs with 1d3 gargoyles or 1d2 duergar mind masters (MotM)
9	1d4+1 duergar toughs with 1d4 orc tough servants
10	1 deep gnome scout with 1 xorn or 1d2 duergar kavalrachni (MotM) mounted on female steeders (MotM)



FUNGI AND OOZE ENCOUNTERS (LEVELS 1-4)

d4+d6

2	1 black pudding or 1 adult oblex (MotM)
3	1 ochre jelly
4	1d3 gray oozes
5	1d3 shrieker fungi or 1 slithering tracker (MotM)
6	2d6 gas spore fungi
7	2d6 violet fungi or 2d4 oblex spawn (MotM)
8	2d4 myconid sprouts and 1d4 myconid adults
9	1 gelatinous cube
10	1d4 myconid adults and 1d2 myconid spore servants

KOBOLD ENCOUNTERS (LEVELS 1-4)

Replace kobold beast allies by rolling on [Underdark Beasts](#)

d4+d6

2	2d4 winged kobolds and 1d2 giant bats or 2d4 winged kobolds led by 1 kobold scale sorcerer (MotM)
3	2d6 kobold warriors and 1d4+1 winged kobolds or 1d4+1 kobold inventors (MotM) with 1d4 rust monsters
4	2d4+2 kobold warriors with 1d6 mantraps or 2d6 kobold warriors led by 1 kobold scale sorcerer (MotM)
5	2d4 winged kobolds or 2d6 kobold warriors with 1 guard drake (MotM)
6	3d6 kobold warriors or 4 kobold warriors on 1 ogre howdah (MotM)
7	2d6 kobold warriors with 1 giant toad or 2d6 kobold warriors led by 1 kobold dragonshield (MotM)
8	1d4+1 kobold warriors with 1d3 giant toads
9	2d6+2 kobold warriors with 1d4+1 giant centipedes in a cage or 2d4 kobold warriors and 1d4 kobold inventors (MotM)
10	2d3 kobold warriors and 1 ogre or 1d6 kobold dragonshields (MotM)

MIND FLAYER ENCOUNTERS (LEVELS 5-10)

d4+d6

2	1d4+4 intellect devourers inhabiting... (roll on Underdark Servants)
3	1d2 mind flayers with 1d4 troglodytes
4	1d3 mind flayers with... (roll on Underdark Servants)
5	1 mind flayer and 2d6 quaggoths or 1 mindwitness (MotM) with 1d2 mind flayers
6	1 mind flayer with 2d4 grimlocks
7	1 mind flayer arcanist or 1 ulitharid (MotM) with 2d4 bugbear warriors
8	1 mind flayer and 1d3 intellect devourers or 1 alhoon (MotM)
9	1 mind flayer with 1d6 ogres
10	1 mind flayer arcanist with... (roll on Underdark Servants)

ORC ENCOUNTERS (LEVELS 1-4)

VGtM = Volo's Guide to Monsters

All humanoids are orcs unless otherwise specified.

d4+d6

- 2 1d2 **toughs** led by 1 **guard captain** or 1d4 **orc nurtured ones of Yurtrus** (VGtM) led by 1 **orc hand of Yurtrus** (VGtM)
- 3 1d3 **toughs** with 1 **berserker** and 1 **priest**; or 1d4 **guards** led by 1 **orc blade of Ilneval** (VGtM)
- 4 1d3 **scouts** with 1 **ogre** or 1 **bandit captain on a phase spider**
- 5 1d4 **toughs** & 1 **priest** or 1d2 **orc red fangs of Shargaas** (VGtM)
- 6 1d4+1 **toughs** or 1d4 **toughs** and 1 **orc nurtured one of Yurtrus** (VGtM)
- 7 1d6+1 **warrior infantry** and 1 **berserker** or 1d4+1 **toughs** with 1 **orc claw of Luthic** (VGtM)
- 8 1d4+1 **toughs** with 1d4 **commoner** (any humanoid) servants or 1 **orc red fang of Shargaas** (VGtM) on a **giant bat**
- 9 1 **priest** with 1 **tough** or 1 **orc claw of Luthic** (VGtM) with 1 **brown bear**
- 10 1 **tough boss** mounted on a **giant bat** or 1 **tanarukk** (VGtM)

ORC ENCOUNTERS (LEVELS 5-10)

VGtM = Volo's Guide to Monsters

All humanoids are orcs unless otherwise specified.

d4+d6

- 2 1 **tough boss** and 1d4+1 **berserkers** all on **giant lizards**
- 3 2d4+2 **ogrillon ogres** with 1 **priest** and 1 **troll** or 1d6+6 **toughs** led by 1 **tough boss** with 1 **tanarukk** (VGtM)
- 4 2d4 **toughs** with 1d2 **trolls** or 3d4 **toughs** with 2d4 **urochs** (VGtM)
- 5 2d6+2 **toughs** with 1d4 **ogres** or 1d6+2 **toughs** and 2d6 **orc nurtured ones of Yurtrus** (VGtM) with 1d3 **orc hands of Yurtrus** (VGtM)
- 6 2d6 **toughs** and 2d6 **scouts** or 3d6 **toughs** led by 1 **tanarukk** (VGtM)
- 7 2d6+2 **toughs** led by 2 **berserkers** or 2d6 **toughs** with 1d2 **orc berserkers** led by 1 **orc blade of Ilneval** (VGtM)
- 8 1 **berserker captain** with 1d6 **berserkers** or 2d6 **toughs** with 1d2 **orc claws of Luthic** (VGtM) and 1d3+1 **cave bears** (**brown bears**)
- 9 1d3 **priests** with 2d4 **toughs** and 1d3 **ogres** or 2d6 **toughs** led by 1 **orc blade of Ilneval** (VGtM) with 1d2 **priests**
- 10 3d6 **toughs** led by 1 **ettin** or 2d4 **orc red fangs of Shargaas** (VGtM)

PLANAR CREATURES (LEVELS 1-4)

d4+d6

- 2 1 **xorn**
- 3 1 **water weird** or 1 **shadow demon**
- 4 1d2 **dust mephits** and 1d4 **mud mephits** or 1d4 **vargouilles** (MotM)
- 5 1d2 **hell hounds** or 1d2 **flail snails** (MotM)
- 6 1d3 **gargoyles**
- 7 1d6 **magma mephits** or 1d4 **maw demons** (MotM)
- 8 1d4 **salamander fire snakes** or 1 **babau** (MotM)
- 9 1 **gargoyle** and 1d3 **magma mephits** or 1 **barghest** (MotM)
- 10 1 **salamander** or 1 **earth elemental**

PLANAR CREATURES (LEVELS 5-10)

d4+d6

- 2 1 **dao** or 1d3 **armanites** (MotM)
- 3 2d4 **gargoyles** and 1 **xorn** or 1d2 **howlers** (MotM)
- 4 2d4 **hell hounds** or 1d2 **canoloths** (MotM)
- 5 1d4 **earth elementals** or 1d4 **fire elementals** or 2d4 **flail snails** (MotM)
- 6 1d4 **xorns** or 1 **warlock of the fiend** (MotM) with 1d3 **babaus** (MotM)
- 7 1d4 **salamanders** or 1d3 **dhergoloths** (MotM)
- 8 1d4+1 **shadow demons** or 1 **orthon** (MotM)
- 9 1 **salamander** with 1d4+2 **salamander fire snakes** and 1d4 **hell hounds**
- 10 1 **yochlol** or 1 **alkilith** (MotM)

UNDEAD (LEVELS 1-4)

d4+d6

- 2 1 **wraith** or 1 **flaming skeleton** and 1d4 **skeletons**
- 3 1 **flameskull** or 1d2 **vampiric mists** (MotM)
- 4 1 **swarm of crawling claws** or 1 **wight** and 1d6 **zombies**
- 5 1d4 **specters** or 1d3 **ghasts**
- 6 1d4+1 **shadows** or 1d2 **wights**
- 7 1d4+1 **ghouls** or 2d6 **wretched sorrowsworn** (MotM)
- 8 1d3 **minotaur skeletons** or 1 **bone naga**
- 9 1 **ghost** or 1 **spawn of Kyuss** (MotM)
- 10 1 **beholder zombie** or 1 **vampire spawn**

UNDEAD (LEVELS 5-10)

d4+d6

- 2 1d3 **wights** on **beholder zombies** or 1 **hungry sorrowsworn** (MotM)
- 3 1 **vampire nightbringer** or 2d6 **ghouls** led by 1d4 **ghasts**
- 4 1 **wraith** with 2d4 **specters** or 1d3 **bodaks** (MotM)
- 5 1 **ghast gravecaller** with 1d6 **ghasts** or 1d3 **lost sorrowsworn**
- 6 1 **beholder zombie** and 1d6 **ogre zombies**
- 7 1d2 **flameskulls** with 1d6 **minotaur skeletons**
- 8 1d4+1 **wights** with 2d6 **zombies** or 1d4 **spawn of Kyuss** (MotM)
- 9 1d4+1 **ghosts** or 1d2 **lonely sorrowsworn** (MotM)
- 10 1d4 **vampire spawn** or 1 **wraith** with 2d6 **shadows**

UNDERDARK GIANTS (LEVELS 5-10)

d4+d6

- 2 1d4 **ogres** led by 1 **fire giant** or 1 **spirit troll** (MotM)
- 3 1d3 **ettins** and 1d2 **trolls**
- 4 1 **cyclops sentrie** with 2d4 **giant toads**
- 5 1d6 **ogres** led by 1 **ettin**
- 6 1 **fomorian** or 1 **venom troll** (MotM) and 1d2 **trolls**
- 7 1d3 **stone giants**
- 8 1d4 **trolls** or 1 **cyclops sentries** and 1d2 **ettins**
- 9 1d2 **fire giants** or 1 **rot troll** (MotM)
- 10 1 **cyclops oracle**

UNDERDARK MONSTERS (LEVELS 1-4)

d4+d6

2	1 otyugh or 1 mindwitess (MotM)
3	1d2 grells
4	1d2 hook horrors or 1d3 rust monsters
5	1d3 gricks or 2d6 stirges
6	1d4+2 darkmantles or 1d2 spectators
7	1d3 carrion crawlers
8	1d6+1 piercers or 1d2 trappers (MotM)
9	1d2 nothics or 1 minotaur of baphomet
10	1 juvenile shadow dragon with 1d3 shadows

UNDERDARK MONSTERS (LEVELS 5-10)

d4+d6

2	1d4 earth elementals roll on Planar Creatures lvl 5-10
3	1d2 violet fungus necrohulks or 2d4 adult kruthiks (MotM) and 2d6 young kruthiks (MotM)
4	1d4+2 gricks led by a grick ancient or 1 froghemoth (MotM)
5	1d4 umber hulks or 1 warlock of the fiend (MotM) with 1d4 spectators
6	1d2 ropers with 2d4 piercers or 1d2 gauths (MotM)
7	2d4 grells or 1d4 neogi adults (MotM) & 2d6 neogi hatchlings (MotM)
8	2d4 hook horrors or 1d4 adult oblexes (MotM)
9	1d6 chuuls or 1 neogi master (MotM) with 1 charmed minotaur of baphomet and 1d4 neogi adults (MotM)
10	2d4 phase spiders or 1 balhannoth (MotM)

UNDERDARK SERVANTS (LEVELS 1-4)

Can be added to any encounters of Underdark denizens that practice slavery.

d8+d12

2	1d4 kuo-toa
3	1d4 troglodytes
4	2d4 human (or gnome) guards
5	1d4 goliath (or orc) commoners
6	1d3 ogres
7	2d4 orc toughs
8	2d4 tiefling (or dragonborn) commoners
9	2d4 kobold warriors or 2d4 derro (MotM)
10	2d6 human commoners or 2d4 cultists (mix of species)
11	2d6 goblin minions
12	2d4 dwarf (or halfling) commoners
13	2d4 grimlocks
14	2d4 elf (or gnome) commoners
15	2d4 deep gnome scouts or 2d4 xvarts (MotM)
16	1d6 duergar scouts
17	2d4 human warrior infantry
18	1d3 quaggoths or 2d4 goblin warriors
19	1d4 bugbear warriors
20	1 minotaur of baphomet

YUAN-TI ENCOUNTERS (LEVELS 1-4)

d4+d6

2	1 yuan-ti malison with 1d4 constrictor snakes
3	1d2 yuan-ti infiltrators with 1d4+1 giant venomous snakes or 1 yuan-ti nightmare speaker (MotM) and 1d4 giant venomous snakes
4	1 yuan-ti malison with 1d2 yuan-ti infiltrators or 1d3 yuan-ti infiltrators with 1 yuan-ti broodguard (MotM)
5	1d4+1 yuan-ti infiltrators or 1 yuan-ti mind whisperer (MotM)
6	1d2 yuan-ti malisons or 1d3 yuan-ti broodguards (MotM)
7	1 yuan-ti infiltrator with 1 giant constrictor snake
8	1d3 yuan-ti infiltrators with 1d4 cultists or 1 yuan-ti broodguard (MotM) and 1d4 giant lizards
9	1d3 yuan-ti infiltrators with 1d2 swarms of venomous snakes
10	1d4 yuan-ti infiltrators with 1d3 commoner prisoners or 1 yuan-ti pit master (MotM)

YUAN-TI ENCOUNTERS (LEVELS 5-10)

d4+d6

2	1d4+1 yuan-ti malisons led by 1 yuan-ti abomination
3	2d6 yuan-ti infiltrators with 1d4+1 yuan-ti malisons or 1d2 yuan-ti mind whisperers (MotM) and 1 yuan-ti abomination
4	2d4 yuan-ti infiltrators led by 1 yuan-ti abomination or 1 yuan-ti pit master (MotM) with 2d6 yuan-ti broodguards (MotM)
5	2d4 yuan-ti malisons or 1d4 yuan-ti mind whisperers (MotM) with 2d4 yuan-ti infiltrators
6	1 yuan-ti abomination or 2d4 yuan-ti broodguards (MotM) led by 1d4+1 yuan-ti malisons
7	3d6 yuan-ti infiltrators or 1 yuan-ti abomination with 1d6 yuan-ti broodguards (MotM)
8	2d6 yuan-ti infiltrators with 1 giant constrictor snake and 1d6+1 swarms of venomous snakes
9	1d3 yuan-ti malisons with 1 hydra or 1 yuan-ti pit master (MotM) with 1d4 giant constrictor snakes and 1d4 yuan-ti malisons
10	1 yuan-ti abomination with 3d6 giant venomous snakes

